

## AMENDMENTS TO THE SPECIFICATION

On page 12, at the paragraph beginning at line 10, please amend as follows:

Referring now to FIGURE 5, an illustrative Routine 500 for rendering a window tree will be described. Generally described, the Routine 500 provides the beginning of the rendering pipeline. The Routine 500 initializes all [[state]] states necessary to "walk" the window tree and initiates a recursive descent of the window tree. More specifically described, the Routine 500 begins at block 502, where a read-only "lock" is placed on the window tree. The lock prevents other objects from modifying the window tree while the render is in progress.